Translated by Akudoi Teapot

Wizardry®

A Wizardry Open-Field Adventure

Bride of the Black Crystal

By Masayuki Kurinaga

This scenario is an open field adventure for use with the rules of Wizardry RPG and is intended for a party of six adventurers of level 7～8.
Ideally, each character should have their own unique player, but it is acceptable for each player to make and control multiple characters in smaller groups.
Players may also use their characters from the PC or Famicom versions of Wizardry, but they should not retain any magic weapons or armour stronger than +1 nor may they use any other magic items the character may have except for scrolls and potions. This scenario was designed for use with the Open Field Adventure rules in Chapter 8 of the rule book, but it is possible to play using only the basic combat and exploration rules.
The following scenario information is intended for the game master only and should not be read by players.

Scenario Background

The basic premise of the adventure is that the party are hired by a merchant to make sure he and his wagon of goods get safely from Llylgamyn to the coastal city of Tolca to the east. En route, they stop at a small village just in time to get involved in a kidnapping case involving the village chief's daughter. After finishing the escort task they were hired for, they hurry back to the village to find it has been ransacked by monsters and all the young women and girls of the village have been abducted. The survivors say it was the work of goblins, but they don't know the full story. In actuality, the goblins are being manipulated by a vampire working behind the scenes (and there's an interesting local legend to uncover too). The party head out to some nearby ruins where the goblins are known to dwell, but what lies in store for them is far from a simple goblin hunt.

In Llylgamyn

The story begins in Gilgamesh's Tavern.
The following characters may be found here:

Landlord

Level	2
Barman	Age: 40
Human	Neutral
Strength	9
Intelligence	10
Piety	16
Vitality	11
Agility	9
Luck	12
Equipment	Dagger (1D3)

Waitress

Level	1
Waitress	Age: 17
Human	Good
Strength	7
Intelligence	9
Piety	8
Vitality	9
Agility	10
Luck	10
Equipment	Unarmed (1D2)

Merchant

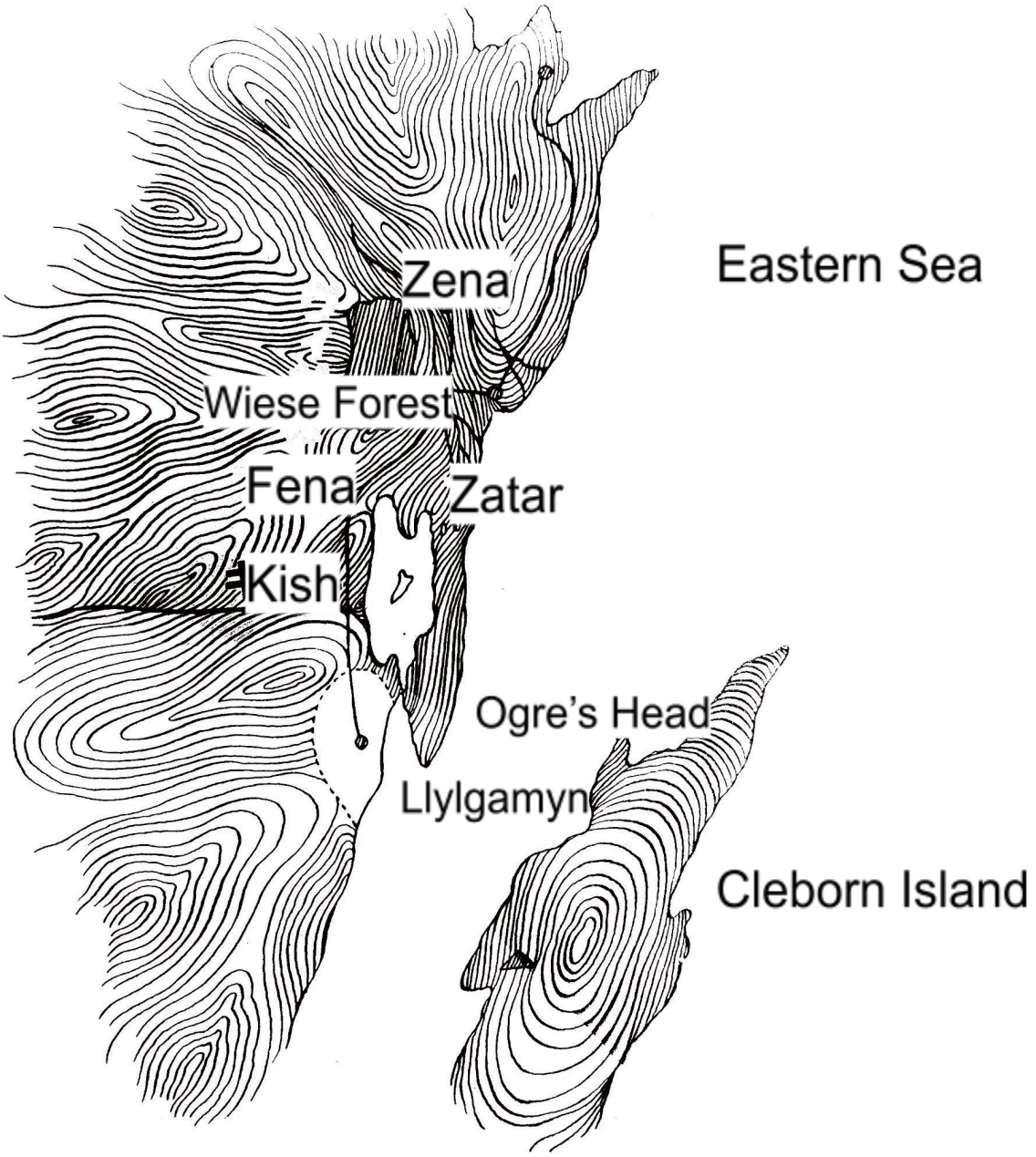
Level	3
Merchant	Age: 44
Human	Neutral
Strength	12
Intelligence	10
Piety	15
Vitality	8
Agility	9
Luck	9
Equipment	Dagger (1D3+1)

The merchant (his occupation being evident from his appearance) is totally engrossed in the ledger in front of him. He scribbles into it furiously while muttering to himself discontentedly; "dear, oh dear… I've really landed in it now…"
The food in front of him has long since gone cold, giving the impression the man has been sitting there for a considerable amount of time. Occasionally he looks up and glances about, seemingly doing a quick scan of the other patrons within the tavern, before returning to his task.
If anyone attempts to converse with him he looks at them with a gaze of incredulity and brushes them off with a "I'm rather busy right now so I ask that you please leave me alone."
If the party makes clear they are adventurers looking for work, however, he shows an immediate interest. "Exactly the sort of people I'm looking for. I need to get a wagon of goods to Tolca city safely. It'll be about a week's work and I'll pay 1000 gold pieces a head. Interested?"

If the PCs elect not to talk with the man, there comes a moment when he suddenly stops his writing, rises from his chair and announces to the tavern “Is anyone here looking for a job? 1000 gold for a week’s work. No special skills needed!”
If the PCs continue to pay the man no heed then the scenario ends here. If they express interest, he gives them an assessing look up and down before offering a deep and courteous bow. “Glad to find someone interested. I need to get some goods to Tulca as quickly as possible. Shouldn’t be much more than a week’s travel. You’ll get 1000 gold each to ensure everything gets there safely.”
If the party take the job he tells them to come ready to leave in the early hours of the morning before heading out of the shop. If the party tries to negotiate the price he will go up to 1200GP per person and can be persuaded to pay half the money up front. The party also learns the man’s name: Zylak.
Some other details which the PCs may wish to know are as follows:
Any items found on monsters defeated by the party along the way are theirs.
The wagon does not need guards for the return journey.
Food will be provided but not bedding or a place to sleep so the PCs must make their own preparations. Neither shall transport for the PCs be provided, but the speed of the horse-drawn wagon is such that it can be kept up with on foot.
If any goods are damaged on the journey, their value will be deducted from the PCs wages (which may go as low as zero but will not see the PCs ending up owing money).

The next morning the PCs arrive at the agreed-upon place to find the merchant waiting for them along with the wagon and the coachman, preparations for departure already having been made. Zylak gives the party a strong warning that they are strictly forbidden from touching the merchandise on the wagon. If the party ask what the goods being transported are, he refuses to give a clear answer and makes only the vaguest of allusions to the contents which are, in truth, as follows:
Long-sword+1 (x6), leather armour+2 (x1), breast-mail+1 (x3), large shield+1 (x4), breast plate+2 (x1), mace+1 (x2), scroll of KATINO (x1), staff+1 (x1), potion of LATUMOFIS (x5).
While the wagon has no other trade goods but these, it contains camping supplies, torches, rope, etc.
If the PCs are adamant about getting their hands on something from the wagon, the merchant will sell to them at 1.5 times the usual market value.

Picture 1



On the Road to Tolca

It takes about seven days to get from Llylgamyn to Tolca. Zylak rides alongside the driver of the wagon and will not come out and engage in any kind of combat should a battle take place. Over the course of the journey, the following encounters occur on the specified days. For days on which there is no pre-determined encounter, there is a 20% chance that the party encounter monsters. The random encounter chart for the 5th floor of the Proving Grounds of the Mad Overlord scenario can be used to generate monster encounters of an appropriate difficulty.

Day 1 - A Band of Brigands:
One the first day, the cart is attacked by a group of brigands.

Monster	HP	Agility	Equipment
Level 5 Fighter	32	11	
Level 5 Fighter	33	12	
Level 4 Samurai	28	13	
Level 5 Thief	17	14	Short sword, small bow
Level 7 Thief	25	14	Short sword, small bow

The GM should place the brigands as he likes on the combat grid (8x10).
Before combat begins, have the PCs decide their location and that of the cart.
The brigands start combat with a surprise round. Their goal is to kill the guards and then get at the cart itself. If any one member of the brigands fails a morale check then they all run away. In addition to their equipment, each brigand has 50GP on their person.

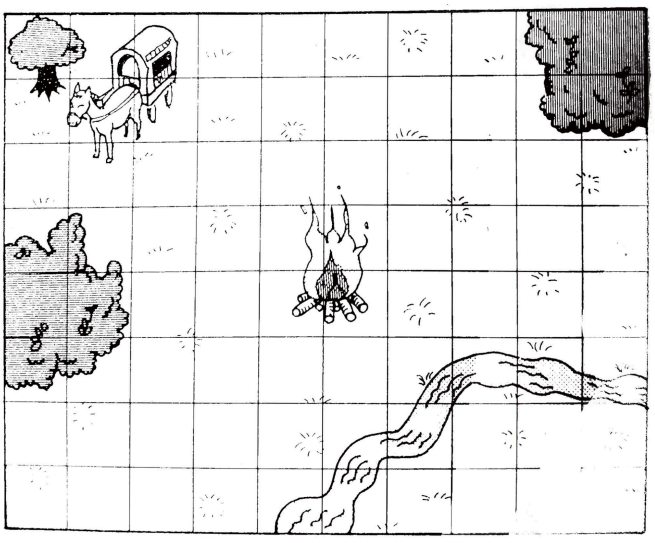
Day 3:
On the third day, the party are attacked by three manticores (included in the 'New Monsters' section at the end of this scenario book). The manticores are monsters with the bodies of lions, but faces resembling those of old men or women. The GM chooses the location of the manticores on the 8x10 combat grid.

Monster	HP	Agility
Manticore	24	13
Manticore 2	23	12
Manticore 3	19	14

The manticores carry no items.

Day 4 - Attacked at Night:
There is a full moon and the party are attacked at night by a werewolf at the head of a pack of killer wolves.

Monster	HP	Agility
Werewolf	25	11
Killer Wolf 1	20	11
Killer Wolf 2	21	12
Killer Wolf 3	24	14
Killer Wolf 4	18	11
Killer Wolf 5	26	12
Killer Wolf 6	22	14



The battle map is as shown on the right.
Have players decide where they're sleeping and where the person keeping watch is located. The wolves start from outside the map and use one point of their movement to enter.
When the wolves appear on the map, have all PCs on watch makes a luck x2 check. If any one of them passes, a normal battle takes

place. If nobody succeeds on the luck check then the wolves start the battle with a surprise round. During each round, have sleeping characters roll a luck x5 check, waking up if they pass the check. Characters may also be awoken by another PC in an adjacent space (this does not prevent the PC doing the waking from taking their regular action) if the player of the PC voices their intention to do so. A character cannot act on the turn they wake up. Note that one cannot sleep in any armour heavier than leather and getting into armour takes one turn (four rounds).
The wolves carry no items.

Day 5:
Two griffons (see the “New Monsters” section) swoop down and attack. The griffons start the battle with a surprise round which they each use to dig their talons into one of the horses and catch hold of them. On the third round of combat, the griffons take flight with the horses and fly off into the distance. The PCs are of course free to attack the griffons, but they are very unlikely to be able to defeat both before the griffons’ turn on round three comes. The PCs will see their pay docked 100GP for each horse lost and the merchant will decide to pay a visit to a village on the way to Tolca to see if it’s possible to find replacement horses.
In the event that both horses survive, the merchant instead decides that an overnight stay in a village will be necessary to get proper treatment for the horses’ wounds.

Day 6 - Leyat Village:
The party arrive at a village named Leyat on the road to Tolca. If both horses were taken by the griffons then the slow rate of travel means the party arrive in the middle of night. The village has no inn or tavern. Just as the party find themselves searching fruitlessly for a place to stay, the village reeve appears and offers the party rooms in his own residence for the night.

Village Reeve

Level	3	
Official		Age: 57
Human		Good
Strength	12	
Intelligence	10	
Piety	9	
Vitality	9	
Agility	10	
Luck	12	
Equipment		

The leader of the village is a well-mannered and calm spoken gentleman, though he seems to be a little tired. After sharing a meal with the party, the reeve’s wife has a sudden and unexpected onset of hysterics and quickly retreats to the privacy of her quarters. It emerges that the couple are coping with their daughter having twice gone missing and this is the

cause of the wife's disquietude. The reeve goes on to explain that a week ago his daughter went to a nearby meadow to look for medicinal herbs and didn't come home.
She was discovered and brought home late that evening after being found wandering around near the village in an apparent daze. She was no longer herself after that and seemed to have come down with a sort of madness. Following her latest disappearance, the village was thoroughly investigated and some of the villagers reported having seen something resembling a person running at great speed out of the village and northward. According to the reeve, all that lies north of the village are the crumbling ruins of an old castle which monsters are known to inhabit.
If the party seem intent on going to search for the missing girl, the merchant is quick to protest, stating that the goods must get to their destination as quickly as possible and putting a strong emphasis on the significant financial recompense he will require from the party for breach of contract if they fall behind schedule. The party will have to leave the village for Tolca the following morning, but it may be that they want to head to the ruins that night and be back before sunrise. In such a scenario, the party will have an encounter with 1d6 killer wolves during their search, but will be unable to find the ruins (which are difficult to locate without a villager acting as a guide and they won't find one in the middle of the night).
It seems like the best course of action is to complete the delivery in Tolca and then return to Leyat village as quickly as possible. If the party decide that they want to get there and back as quickly as humanly possible even if it means denying themselves rest then Zylak will be happy to oblige. Travelling through the night there and back will mean the party can return to the village on the evening of the seventh day. In such a scenario, the PCs will have their agility reduced by 2 due to their lack of rest (returning to normal once they get some sleep).
If the party decide to spend the night in Leyat before heading for Tolca, the earliest they can hope to make it back to Leyat will be the morning of the eighth day.

Day 7 - Tolca City:
The likelihood is that the PCs will arrive in Tolca city in either the morning or evening of the seventh day of their journey. Once the PCs have received their pay from Zylak, they are free to go about the city and do some shopping if they so choose.
If the PCs go to the Guild of Bishops and make some enquiries regarding the ruins near Leyat village, they may learn the following:
① The castle was constructed during the days of the old empire.
② During the battles over the Sword of the End, the castle was destroyed and then subsequently rebuilt by an individual called Lord Leyat (and it was at this time the village developed).
③ The castle came to be known as Leyat Castle, but during the time of the 23rd Lord of Leyat (about 200 years ago) a plague fell upon the village which wiped out more than half its population as well as the entire family of the Leyats.
④ Since that time a number of wealthy noblemen have attempted to restore the castle, but each one of them went mad no more than a few weeks into the reconstruction efforts. The place is now known as a haunted castle which none want anything to do with.

The cost exacted by the guild for retrieving and sharing this information is 500GP.

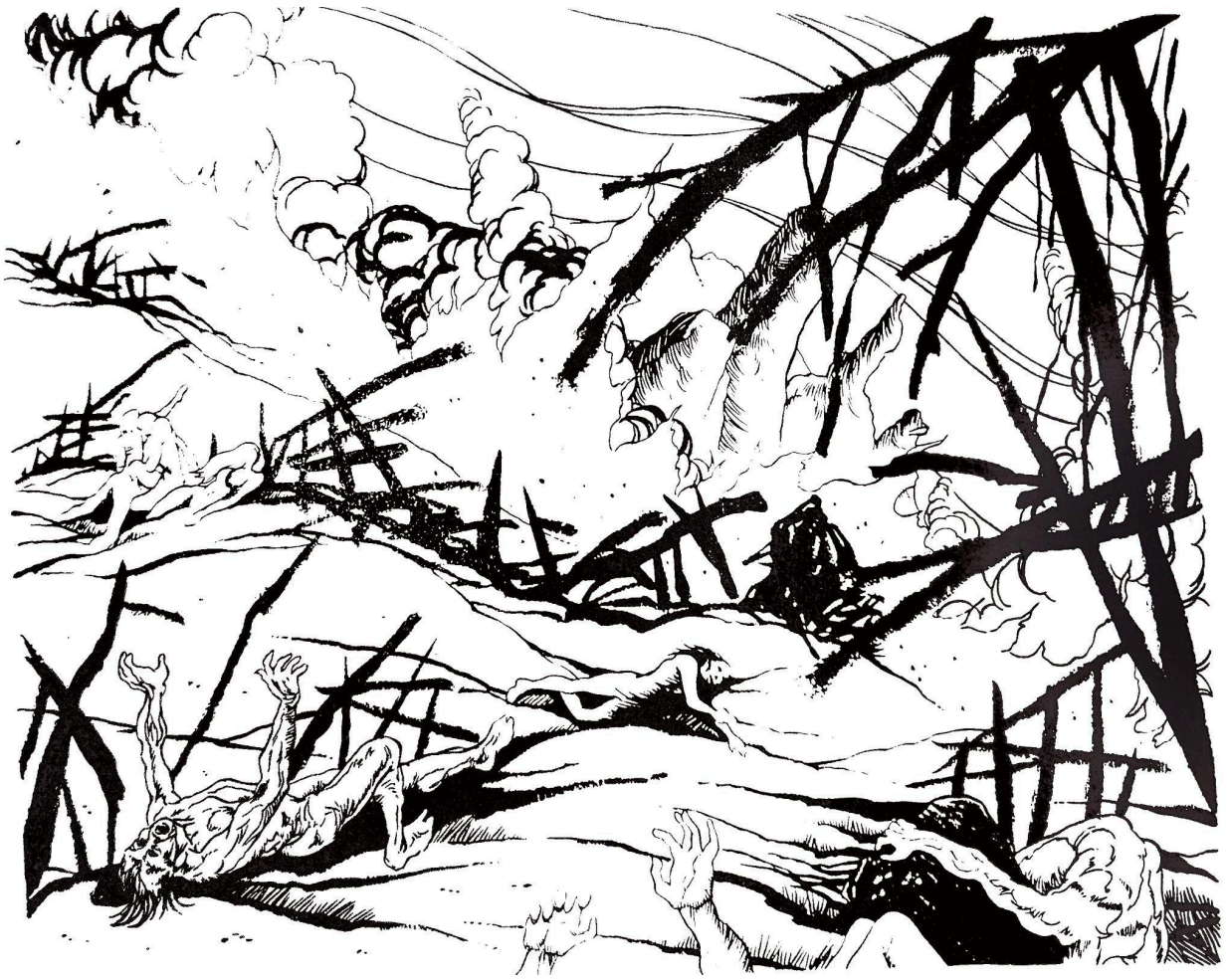
Tragedy at Leyat Village

Should the PCs return to the village on the evening of the seventh day, they are met with plumes of smoke and the signs of a great fire coming from the direction of the village. They arrive to find the village in a state of near-total destruction: strewn with the bodies of the

dead and with only a few survivors who tell of a sudden assault by a horde of hideous monsters. The monsters abducted all the young women from the village and carried them off in the direction of the castle ruins. If the PCs immediately head for the ruins, they encounter a group of six goblin guards (see the later entry on new monsters) along the way. Once four of the six are defeated, the goblins will surrender and impart the following using their limited linguistic abilities.
“We have obtained the thirteen victims (sacrifices). On the full moon night, our master will gain absolute power.”
Searching the village will turn up some goblin corpses which may impart the same information if revived.

If the PCs get to the village any later than the evening of the seventh day of the journey then the fires have already died down by the time they arrive. The goblin corpses are still present, so information can be gleaned from them by use of DI or KADORTO.

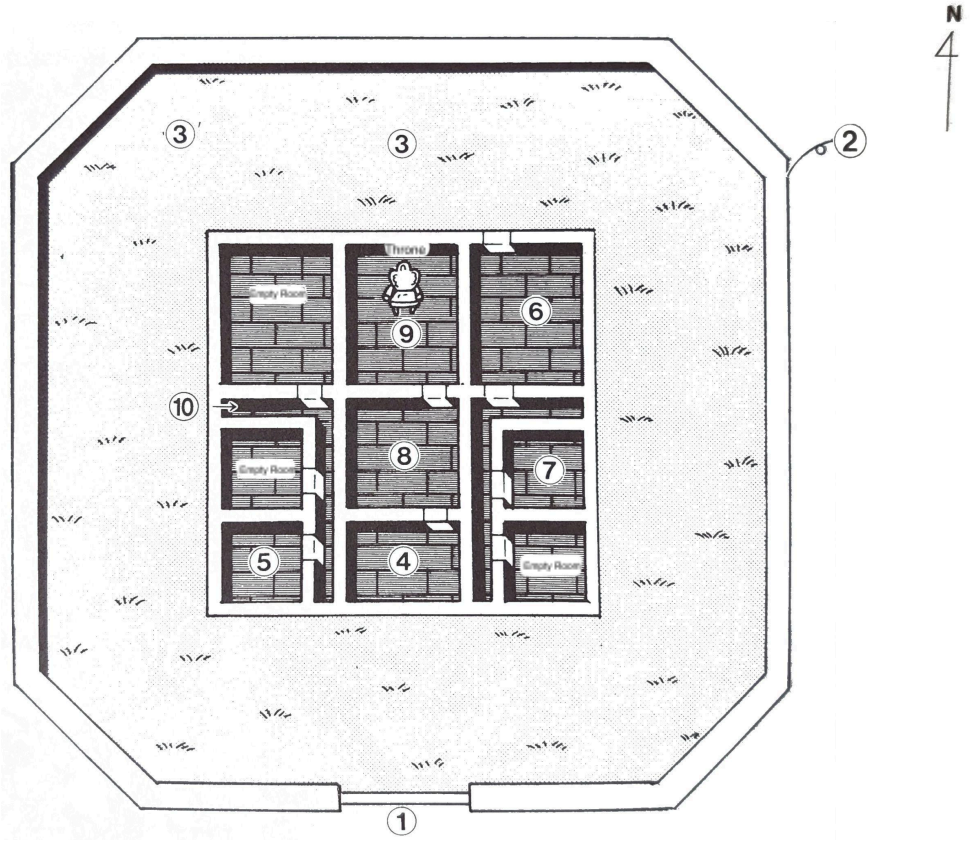
The reeve, who only narrowly avoided the same fate as the majority of the villagers, beseeches the party for help.
“Please, I beg of you, you must save the girls. We few who are left are but old men, women and children; we have no hope of saving them ourselves. If I had the means, I would give you anything you wanted in return, but all I can offer you is my family sword.”
The sword presented by the reeve is a +2 longsword.
If the PCs decline the request to save the kidnapped young women then the scenario ends here (and any PCs of good alignment should expect to see their level decrease).
The PCs agreeing to try to save the girls means they will be given the +2 sword and should head for the ruins. They are free to rest in the village and recover their HP and magic before setting out if they so choose.
The full moon comes on the night of the eighth day.



The Ruined Castle

There are some very minor differences to the castle depending on whether the party arrive on the night of the eighth day or earlier or whether they arrive on the morning of the ninth day or later. The following information describes the castle regardless of when the party arrive unless explicitly stated otherwise.
The castle's immediate surroundings have been overtaken by a dense forest growth. The moat of the castle has long-since dried up and the walls have crumbled away in several locations.

Picture 2



Whenever the party enter an empty room on the first floor of the castle, there is a 20% chance that they will encounter monsters. Roll a D6 and use the result to determine which monsters the party encounter. These randomly determined monsters do not carry any treasure. For the statistics of the monsters, consult the core rule book (for the spirits) or the section on new monsters at the back of this scenario book (for everything else).

Dice Result	Monster Encounter
1	1D3+3 goblins, 1 goblin shaman
2	1D4+1 goblin warriors
3	1D6+3 goblin guards, 1 goblin priest
4	1D2 spirits
5	2D3 goblin zombies
6	1D3+3 hobgoblins

① The gatehouse of the castle. The doors are open and the drawbridge is down but two goblin guards (see the section on new monsters) stand lookout with spears in hand.

Monster	HP	Agility
Goblin Guard 1	20	12
Goblin Guard 2	18	14

As soon as the goblins catch sight of the party they run off to alert their allies in the castle. The closest location from the goblins where a character could reasonably conceal themselves from sight is 30m away (18 spaces on the combat grid). If the party cannot defeat the two goblins immediately from this position using magic or ranged weapons (within one round) then the goblins will make their escape and go to the group of goblin warriors in position ④. In this event, the goblin warriors will head outside to engage the party (use an 8 x 10 combat grid for the encounter).

② The castle's outer wall. Following the path of the moat and walking around the perimeter of the castle reveals a location where the wall has crumbled enough to permit entry. Going inside via this route takes the party into the rear garden area at the back of the castle.

③ The rear garden. This is where the party will appear if they make use of the opening in the outer wall and afford free access to the north face of the building. There is a tradesman's entrance leading into room ⑥ clearly visible and it also seems possible to enter the castle via a 2nd floor window. Scaling the castle to get in via a window will require success on a luck x 5 check. Failure means falling from the castle wall and incurring 2D6 damage through a hard landing. Upon entering a 2nd floor window, there is a 50% chance for a random encounter (consulting the earlier random encounter table).

③' Using the castle's escape tunnel (accessible from ⑦ on the underground map) leads one here. It is not possible to enter the interior of the castle from the outside via this location.

④ The castle's great hall. Entering via the castle's main entrance takes you into this room. Six goblin warriors (see the entry on new monsters) are present in this room. If the goblins from ① arrive here to warn them of intruders, they quickly head outside to conduct battle. If the PCs eliminate the two lookouts before they can alert the warriors in this room or else enter from the back via ⑧ then the fight with the goblins in this room starts with a surprise round in the PCs favour.

Monster	HP	Agility
Goblin Warrior 1	22	13
Goblin Warrior 2	18	13
Goblin Warrior 3	31	11
Goblin Warrior 4	32	9
Goblin Warrior 5	27	12
Goblin Warrior 6 (Leader)	30	14

If battle takes place in the great hall, use the 3x5 combat sheet. If the leader is defeated, then the remaining goblins receive -20 to their morale check. Any goblins who flee are not seen again. The goblins speak only the goblin language and will not attempt to converse with the PCs.

⑤ This room is used by the goblins as a sort of break room. In this room three hobgoblins (see the entry on new monsters) are enjoying themselves with some heavy drinking. When the PCs enter the room, the hobgoblins waste no time in attacking.

Monster	HP	Agility
Hobgoblin 1	33	9
Hobgoblin 2 (Leader)	40	12
Hobgoblin 3	32	12

Due to the hobgoblins being quite drunk, they suffer a -5% penalty to their accuracy. If the leader is defeated, the remaining hobgoblins take a -20 penalty to their morale. Any of the three hobgoblins who flee are not seen again.
Hidden away in one of the corners of the room is a small treasure chest. The chest contains 1200GP's worth of precious gems but is protected by a poison needle trap.

⑥ This is the goblin's food larder and contains no small amount of food and wine.
There is a 40% chance of a random encounter occurring in this room.

⑦ This is the room used by the court mage 200 years ago. Since the time of the plague, nobody has entered this room. A powerful mage blaster trap seals the door which, while it may be disarmed as any other trap, will petrify anyone of a mage-based casting class (mage/samurai/bishop) if they fail a luck x5 check. Even in the event of succeeding on the check, such characters are automatically paralysed. Even a cursory examination of the door by a thief will reveal that it is trapped.
Inside the room are numerous books on the subject of magic, three scrolls of KATINO and 6 potions of DIAL (unfortunately, however, due to their extreme age the potions have gone off and may not produce the intended effect. Anyone drinking them should roll a D6 with the result determining what happens; 1~3: DIAL, 4~5: BADIAL, 6: MADI). While the books on magic don't contain anything of major significance, reading them carries a 20% chance of learning the information the party would otherwise have gained from the Bishop's Guild in Tolca about the castle's history. Note that the books are written in Elvish.
A final feature of this room is that it contains a hidden treasure chest hidden within a cavity in the far wall (success on an INTx3 check while searching the room will uncover the chest). The chest is protected by a stunner trap and contains within a Ring of the Undead +10%. This ring, when worn, confers a 10% bonus to any attempts to dispel undead. If the wearer does not have the ability to cast dispel, then the ring instead grants them the power to do so with a 5% chance of success.

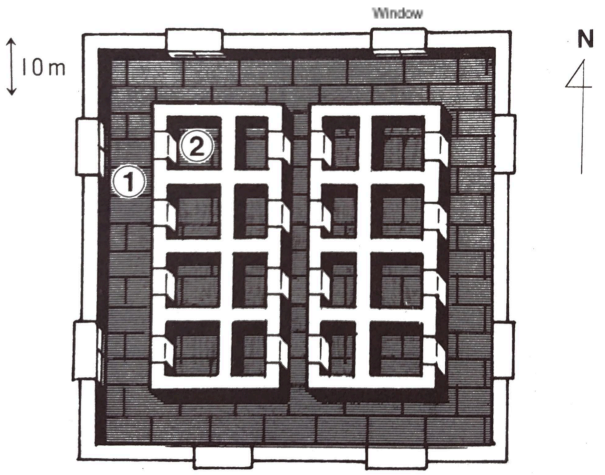
⑧ This was once the room were the lord of the castle received visitors but it has long since fallen into ruin. A single gargoyle waits among the crumbling marble statues dotted around this room. If a PC elects to examine the statues (making physical contact with them) then the gargoyle attacks that character with a surprise round. If the PCs don't examine the statues then the gargoyle does nothing.

Monster	HP	Agility
Gargoyle	21	7

⑨ In the northern area of this room sits a time-ravaged throne with a worn and faded tapestry hanging on the wall behind it. If a character approaches the tapestry then the game master should make an INTx5 check with success indicating that the character has noticed a door concealed behind the tapestry. Opening the door reveals a stairway downward to the underground portion of the castle.

⑩ A flight of stairs ascending to the second floor.
The second floor consists of numerous small rooms (used as bedrooms at some point in the castle's past). Whenever the party open a door there is a 40% chance for a random encounter to take place using the same random encounter table as for the first floor.
No items of especial importance are to be found here and the game master ought to decide on the details of each individual room.

Picture 3 (the second floor)



① A stairway leading down to the first floor.

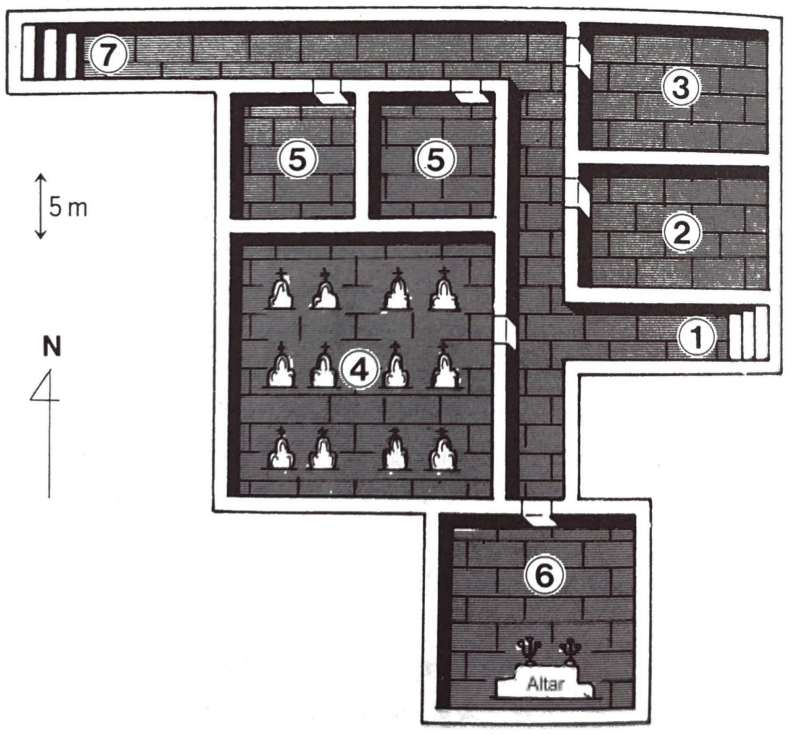
② When the party enters this room, the door closes by itself after them and refuses to open again. If they elect to use force to break down the door, it will be destroyed after receiving 200 points of damage (up to three people may attack it at one time). Attacking the door does not require an accuracy check, attacks connect automatically. The players should not be informed how much damage is required specifically to destroy the door.
After the party have spent eight rounds (2 minutes) in this room, they begin to hear the sound of a disembodied weeping. As time passes, the sobbing grows louder in volume until it becomes hard to bear.

From the 16th round onwards, the party should make a vitality x5 check each round. Anyone who fails falls unconscious.
For each character who is searching the room, an intelligence x1 check is carried out each round. Success means the character comes across a portrait hung on the wall at the back of the room.
The portrait is that of a beautiful young woman, but no sooner do the party observe this fact than the young woman in the portrait changes into a frightful hag. Etched on the painting is the name ‘Maria’.
If the portrait is destroyed, the sharp sound of a cry of pain is heard followed by the sobbing stopping abruptly. A ghostly form shoots suddenly out of the painting and into the character who broke it, seemingly entering their body.
For the character haunted in this way there are no immediate negative effects, but the game master should of course make note of who the ghost has attached itself to.

If all members of the party are rendered unconscious then the game is over. If the wailing voice is silenced or the characters otherwise get out of the room then any unconscious characters immediately regain consciousness.

If someone in the party is already haunted by Maria’s ghost then the above room description should be ignored and this room should just be treated as just another random encounter room as with all of the others on this floor.

Picture 4 (the basement floor)



① A stairway leading upward. This stairway leads to the hidden door at ⑨ on the first floor.

② The treasury. In the castle’s better days a wealth of riches might have been stored here, but very little remains now; the work of thieves, no doubt.
In the room can be found a treasure chest with an alarm trap containing the following: 2x plate mail+1, 2x helm+1, a large shield+2, a short sword+2.

If the party attempt to take any of the items in this room, an undead ogre (see the entry on new monsters) emerges from within a mound of rubbish and attacks.

Monster	HP	Agility
Undead Ogre	90	9

The undead ogre does not carry any items.

③ The armoury. Mouldering arms and armour line the walls here. Any kind of non-magical weapon or armour may be found here, but due to their extreme age they will not last more than around ten battles.
At the end of each combat encounter in which these arms are used, roll a D100. On a result of 30 or less, the item breaks.
If these armour pieces or weapons are brought to Boltac's, they may be traded in for 1GP each.

④ An underground burial ground for the former lords of the castle. The mummies of castle lords spanning back many generations are entombed here. If any of the graves are examined closely, grave mists appear and attack.

Monster	HP	Agility
Grave Mist 1	22	10
Grave Mist 2	24	8
Grave Mist 3	20	7
Grave Mist 4	18	9
Grave Mist 5	26	6

The fight takes place on a 8x10 combat grid upon which 7~8 tombstones should be dotted about. These tombstones encompass one square on the grid and may not be passed through by the player characters. The grave mists do not carry any items.

When the battle is over, the party can once again try to examine the tombstones. If they do, they find one upon which the following is written: "Here lies Samalt, the 23rd Lord of the Castle. May his rest be unbroken."

The other tombstones are too dilapidated to be legible.

⑤ The prison room in which the captured young women of the village are held. Unless the vampire has been defeated in the altar room, the women in the cell will be in a state of apparent madness and cannot be communicated with. The lock to this cell cannot be opened even by a thief.
If the vampire is dead then the women in this room will instead be tearfully pleading for help. If the party arrive here on the morning of the 9th day or later, the room will be empty.

⑥ On the far side of this room is an altar of truly vile and blasphemous appearance, no doubt dedicated to some wicked deity. The centrepiece on the altar is an inauspicious looking crystal glowing with a strange black light. Priest spells as well as the dispel ability produce no effect in this room.
Before the altar lies a coffin, within which rests a vampire. As the party approach, the vampire rises from his coffin and says the following:
"Who dares disturb my sleep? If you have come to pledge yourselves to my service then I ask you come back tomorrow. This is the night of my ascension; the blood of thirteen maidens sacrificed to the crystal shall make me a vampire lord."

If combat occurs then the vampire immediately summons three night stalkers. These night stalkers are present from the start of the battle and can act in the first round of combat. The vampire also acts as normal during the first round.

Monster	HP	Agility
Vampire	55	12
Night Stalker 1	28	7
Night Stalker 2	17	9
Night Stalker 3	23	6

The vampire casts MAHALITO (front row), MOLITO (back row), DILTO, KATINO and similar. If a PC is in a space adjacent to the vampire there is a 50% chance he performs a regular physical attack rather than casting a spell.
If there is a character haunted by Maria's ghost then the vampire focuses on attacking that player (with spells and physical attacks).

After the monsters are defeated, the black crystal shatters and all levels lost by the PCs over the course of the battle are instantly restored. The PCs also regain the ability to cast priest spells.
Searching the room turns up a key which will unlock the cell the kidnapped women are held in.
If there are no players haunted by Maria's ghost, then, following the battle, an ethereal, ghost-like figure emerges from the shattered crystal and attaches itself to one of the PCs (chosen at random).

If the players arrive on the morning of the 9th day or later, the vampire will have already completed his transformation into a vampire lord.

"Who dares disturb my sleep? Have you come to become my vassals? Then swear to me an oath of fealty and it shall be so."

One should hope that no players will be interested in taking the vampire up on his offer. If any do decide to swear loyalty to the vampire then he bids they approach. When they do, he drains them of their blood and turns them into vampires. In the ensuing battle, characters turned into vampires fight on the side of the vampire lord.

Monster	HP	Agility
Vampire Lord	95	14

The vampire lord fights in much the same manner as he would as a regular vampire described prior (including the summoning of the night stalkers), however he instead casts the spells MADALTO, DALTO and LAHALITO. In all other respects the fight is the same.

⑦ The escape tunnel.
The tunnel terminates in a trapdoor leading to the rear garden of the castle. The trapdoor, once closed, cannot be opened from the outside and so cannot be used to re-enter the tunnel.

Returning to Leyat Village

The party encounter no goblins on the way back to the village. If the vampire/vampire lord hasn't been defeated, the party ought to return to the castle and try again once they recover their HP and magic. If the party give up on trying to defeat the vampire then the scenario ends (and the ghost of Maria departs from whoever it is haunting after a few days). Regardless of whether the party find success in the castle or not, they are under no obligation to return the sword they received from the reeve.

Upon returning to the village after having successfully defeated the vampire, the party receive a hero's welcome from the reeve and a banquet is thrown that night in celebration.

If the party were late in defeating the vampire and he had already become a vampire lord, the celebratory banquet is held regardless as the party return to the village to find the thirteen maidens presumed to have been used as sacrifices returned alive and well.

After the banquet is finished, the PCs get some sleep in the reeve's house. After the PCs have all fallen asleep, the one haunted by Maria's ghost rises to his/her feet as if in a trance (this character shall henceforth be controlled by the GM).
The character staggers out of the reeve's house and starts off in the direction of the castle ruins!
What's more, following after him/her are the vampire's thirteen victims having also emerged from their houses in the same, sleep-walker-like state.

This event will be witnessed by at least one of the other PCs (with a dice roll by the GM to determine which of them happens to awake).
The awakened PC follows their possessed companion outside and observes the procession heading to the castle. Should anyone try to prevent their advance to the castle, the haunted PC will attack. In such a scenario, the possessed character fights with all their statistics increased by 2 points and their HP doubled. The thirteen women do not act, but if the possessed PC is killed then they all immediately fall unconscious.

Assuming the possessed PC is not killed, they proceed towards the castle where 6 goblin guards and a goblin priest await them. The goblin priest speaks the following (in a language shared with the PC):
"We awaited your return, Lady Maria. Please, take your place upon the throne."

If any non-possessed PCs are present then they are attacked by the 6 goblin guards (use a 8x10 combat sheet). Whilst the battle is underway, the possessed PC, the goblin priest and the thirteen women make their way into the castle.

At this time, the sun begins to rise as night gives way to dawn. However much the PCs search the ruined castle for their missing companion and the women, they find no trace of them.

If the possessed PC was killed then they may be resurrected, but they will be stuck in a pattern of involuntarily attempting to journey to the castle every night. If the PC is removed from Leyat and resurrected, a time will come when they simply vanish (having slipped away unseen to, of course, make their way to the castle).

Should the other PCs decide to give up on the possessed character and leave them to their fate then the scenario ends here. Otherwise, we might consider the following as potential avenues for PC investigation:

1. Talking with the reeve:

Unfortunately the reeve is distraught over having once again lost his daughter and does not show much willingness for conversation.
His wife, on the other hand, shares with the PCs an interesting local folkloric piece:
“It is the legend of the 23rd lord Samalt, his wife Maria and the tragic fate which befell them. The two loved each other deeply. When Lord Samalt became sick during the time of the plague, Maria became determined to do whatever she could to cure him. Calling on the powers of the court mage Galam, Maria called forth the lord of darkness, Maelific, and to him she promised her own life if Samalt’s be spared. The evil one acquiesced with a smile and a nod, but by that time Samalt had already passed. Motion returned to his deceased body, but it was not as himself that he rose but as a hideous zombie. Maelific departed then, and for reasons known only to himself he left Maria alive.
Priests using the magic of Dispel soon returned the undead Samalt to his rest and so Maria’s bargain with Maelific ultimately came to nothing. Worse still, Maria was branded as one who had sold her soul to a demon and as such was executed on a pyre on the castle grounds. Bound to a post and lapped by the rising flames, Maria was heard to cry ‘I will have my vengeance. All those who would see me separated from Samalt shall know my curse.’
It seems she died not knowing Samalt’s fate; rising as a zombie and then being returned to death.
Apparently Maria’s hair remained unburnt and no further attempts to burn it succeeded. The hair was ultimately buried in a grave to the north west of the castle, so they say.”

2. Gathering information at the Bishop’s Guild

Going to a bishop’s guild in a large city (Llylgamyn, Tolca, Zena, etc.) provides the opportunity to have the bishops research the legends surrounding Leyat Castle (for 1000GP and the allowance of two days of research time, the bishops will relay the same story as told by the reeve’s wife). Every time the party travels between towns or cities there is a 20% chance of an encounter with monsters (use the random encounter table for the 5th floor of the Proving Grounds of the Mad Overlord scenario). If the PCs tell the bishops about what they have experienced in detail, a bishop named Carenzalia seems to take a particular interest in the story.

Carenzalia

Level	10	
Bishop		Age: 40
Elf		Good/Evil (same as PCs)
Strength	8	
Intelligence	15	
Piety	17	
Vitality	12	
Agility	14	
Luck	14	
Equipment	Morning Star+1, Leather Armour+2, Small Shield+1, Diadem of Malor	

Carenzalia expresses a desire to travel with the party to Leyat Castle. If the PCs choose to allow him to go with them, he should be controlled by the possessed character's player.

3. Searching the castle:

If the PCs search room 2. on the second floor, they will be able to find a portrait of Maria. She appears with a singularly contented expression.
In room ④ on the underground map, the tombstones in the cemetery may also be examined. There are no predetermined monster encounters in the castle at this time, however every time the party move from one room to another there is a 20% chance of a monster encounter (using the 1st floor random encounter table).

4. Searching the area northwest of the castle:

For each day spent searching, give everyone participating in the search a Luck x1 check. Should anyone succeed, the party come across the grave holding Maria's earthly remains. Moving the gravestone reveals a deep, cavern-like hollow beneath. Descending via a rope is simple, but anyone attempting to climb down by hand must succeed an AGI x4 check (falling and taking 2D6 on failure).

At the bottom of the pit lies the hair of the executed Maria. If anyone disturbs the hair then a swirl of phantasmal vapour appears and forms into the likeness of Maria to attack the party.

Maria's Ghost

Unidentified Name: Humanoid

Level	13	Special Abilities: Regenerate 10HP
AC	-5	
HP	80	Notes:
Agility	14	
Vitality	12	
No. of Attacks	2	
Damage	2D6+1	
Movement	Flying 1	
Magic	None	
Evasion	18	
Morale	100	
Experience	900	
Dispel Chance	5%	

The battle should be conducted on a 3x5 grid.
Anyone descending from the surface into the pit may do so at the cost of being able to take no other action that round.
When Maria's Ghost is defeated, the hair may be taken safely.

When the party return to Leyat Castle with the hair, they find it densely populated by goblins trying to take the hair for themselves.
For every five turns spent in the castle, roll a d100. If the result is 50 or less, the party are attacked by monsters. Use the random encounter table for the 1st floor of the castle but increase the number of monsters by one.

When the party reaches the cemetery at position ④ on the underground map, they find the possessed PC waiting for them. He/she attacks the party to try to take the hair from them and, in addition, five grave mists emerge from the graves also intent on attacking the party. In conducting this encounter, please reference the description for room 4. on the underground map. The possessed PC has all their statistic scores increased by 2 and their HP is doubled. Their equipment remains as it was prior to being possessed.
On the far side of the 8x10 combat grid (in a position farthest from the starting point of the PCs) is Samalt's tomb. A PC directly adjacent to the tomb and holding the hair may use the entirety of their turn to open the tomb and throw the hair inside. No other action may be taken so this must be a subsequent turn to the one used to approach the tomb.
Once the earthly remains of Maria and Samalt are reunited, the possessed PC is immediately freed from Maria's spirit and all the grave mists disappear.
Of course, reuniting the couple after winning the battle is possible and will produce the same effect of releasing Maria from the possessed PC (...or from their corpse as the case may be).

And so, the spirits of Maria and Samalt are reunited at last. Maria's original plan of a corporeal reunion via a stolen body didn't come to pass, but she must non-the-less be at peace with the outcome.
If the players have difficulty in arriving at the required means of putting Maria to rest, Carenzalia or a villager in Leyat could provide some hints as necessary. Depending on circumstances, Maria's Ghost itself may make the request of reuniting her hair with Samalt herself (perhaps the spirit's 'dying' words upon being defeated).

The conclusion of the scenario should see each party member awarded 2000 EXP (and 4000 EXP to the PC who was possessed).

New Monsters

Manticore

Unidentified Name: Strange Animal

Level	6	Special Abilities: Poison Attack
AC	1	
HP	6D8	Notes:
Agility	1D6+8	
Vitality	12	Description: A monster with the body of a lion, the wings of a bat, the stinger of a scorpion and the face of an elderly human. Whatever intelligence it possesses little more than animalistic intelligence.
No. of Attacks	2	
Damage	2D6+6	
Movement	Flying 2	
Magic	None	
Evasion	10	
Morale	70	
Experience	160	
Dispel Chance	N/A	

Griffon

Unidentified Name: Strange Animal

Level	7	Special Abilities:
AC	0	
HP	7D10	Notes:
Agility	1D8+8	
Vitality	13	Description: A monster looking something like a winged lion with the head and upper body of an eagle. They like to prey on horses and so have been known to attack men out hunting on horseback. A soaring griffon in flight is said to be a beautiful spectacle.
No. of Attacks	2	
Damage	3D8	
Movement	Flying 3	
Magic	None	
Evasion	11	
Morale	80	
Experience	220	
Dispel Chance	N/A	

Goblin

Unidentified Name: Humanoid

Level	3	Special Abilities:
AC	7	
HP	3D8	Notes: Intelligent
Agility	1D6+6	
Vitality	7	Description: A horned, monstrous humanoid with a hideous face and a personality to match. Goblins have a society of their own based on adherence to strict rules.
No. of Attacks	2	
Damage	1D6	
Movement	1	
Magic	None	
Evasion	8	
Morale	60	
Experience	115	
Dispel Chance	N/A	

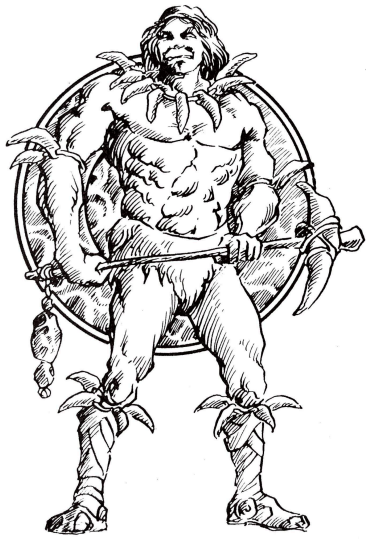
Goblin Guard

Unidentified Name: Humanoid

Level	5	Special Abilities:
AC	1	
HP	3D8	Notes:
Agility	1D6+6	
Vitality	7	Description: These goblins have a role somewhat akin to police or sentries within goblin society.
No. of Attacks	2	
Damage	1D6	
Movement	1	
Magic	None	
Evasion	8	
Morale	60	
Experience	140	
Dispel Chance	N/A	

Goblin Warrior

Unidentified Name: Humanoid



Level	7	Special Abilities:
AC	0	
HP	7D8	Notes:
Agility	1D6+8	
Vitality	12	Description: The soldiers of goblin society. Their primary occupation is going into battle swinging a weapon of some sort.
No. of Attacks	3	
Damage	1D10+7	
Movement	1	
Magic	None	
Evasion	12	
Morale	80	
Experience	170	
Dispel Chance	N/A	

Goblin Shaman

Unidentified Name: Humanoid

Level	5	Special Abilities:
AC	9	
HP	5D6	Notes:
Agility	1D6+8	
Vitality	10	Description: A witch doctor who acts not only as a medicine man but can also tell the future and put curses on people… or so his goblin compatriots think. In truth, your average goblin shaman is all smoke and mirrors without much in the way of actual power.
No. of Attacks	1	
Damage	1D6	
Movement	1	
Magic	M3P2	
Evasion	12	
Morale	70	
Experience	190	
Dispel Chance	N/A	

Hobgoblin

Unidentified Name: Humanoid

Level	7	Special Abilities:
AC	1	
HP	7D10	Notes: Intelligent
Agility	1D6+8	
Vitality	14	Description: A demi-human of a larger, more powerful build than a regular goblin. They're stronger than goblins and they know it, so tend to throw their weight around and act like they're in charge. They love gambling and it's their primary distraction whenever they have free time. They're well known for their taste for alcohol as well.
No. of Attacks	3	
Damage	1D8+10	
Movement	1	
Magic	None	
Evasion	10	
Morale	70	
Experience	200	
Dispel Chance	N/A	

Goblin Zombie

Unidentified Name: Weird Humanoid

Level	5	Special Abilities:Paralysis Attack
AC	6	
HP	5D10	Notes: Undead
Agility	1D6+6	
Vitality	15	Description: A zombie created using the corpse of a goblin. In this scenario, goblin zombies are being used as minions by the vampire. Powerful undead creating weaker undead as servants is a common phenomenon in the world of Wizardry.
No. of Attacks	2	
Damage	3D6+5	
Movement	1	
Magic	None	
Evasion	13	
Morale	100	
Experience	300	
Dispel Chance	40%	

Undead Ogre

Unidentified Name: Skeleton

Level	10	Special Abilities: Paralysis Attack
AC	8	
HP	50+ 2D20	Notes: Undead
Agility	2D6	
Vitality	15	Description: An undead created using the remains of an ogre in the same fashion as the goblin zombie.
No. of Attacks	3	
Damage	3D6	
Movement	1	
Magic	None	
Evasion	16	
Morale	100	
Experience	300	
Dispel Chance	30%	